

NAUTILUS

by Mike Potter

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LOADING NAUTILUS

FOR CASSETTE:

Make sure you have at least 32K of memory, and have removed the BASIC cartridge from left hand slot.

Insert the game cassette with SIDE A facing up. (This is the side with the label on it). Press the play button down on the cassette recorder. Press the [START] key on your computer as you turn on the power switch. After you hear the "beep" press [RETURN].

NAUTILUS will take approximately 5 minutes to load.

If you should have any difficulty loading the program from SIDE A, simply flip over the cassette, making sure to rewind it and load the program from SIDE B.

FOR DISKS:

Make sure that you have at least 32K of memory and that the BASIC cartridge has been removed. Insert the NAUTILUS disk and simply boot it up.

OBJECT OF THE GAME

The object of the game (for each player) is to score as many points as possible during the time period selected. Since NAUTILUS is an interactive game the strategy and goals differ for the NAUTILUS (submarine) and the COLOSSUS (destroyer).

The NAUTILUS scores points by destroying underwater enemy cities. These cities contain PROTO-ENERGY PODS at their centers. The pods are vital to the NAUTILUS as they are the source of power for the submarine engines, defense and life support systems.

THE NAUTILUS

The NAUTILUS is equipped with THUNDERBOLT torpedoes. The torpedoes serve as defensive as well as offensive weapons. They are used to blow apart the underwater cities and they protect the NAUTILUS against DEPTH CHARGES, BARRACUDA MISSILES and LIMPET LURKERS.

The NAUTILUS can attack the COLOSSUS directly. Since the NAUTILUS uses plasma exchangers for it's energy source, it consumes enormous quantities of power. Be sure to constantly monitor and replenish power by absorbing the PROTO-PODS of the cities.

THE COLOSSUS

The COLOSSUS (the destroyer) is designed to transport underwater repair teams from the right hand shore to the left hand shore. The COLOSSUS carries an armament of DEPTH CHARGES and BARRACUDA missiles. It moves at roughly twice the speed of the NAUTILUS.

As commander of the COLOSSUS you gain points for every successful transfer of men from one shore to the other. The COLOSSUS is vulnerable to attack from the NAUTILUS's support helicopter which is constantly attempting to destroy the COLOSSUS. If your destroyer is damaged, control is seized by the computer and you are returned to drydock for repairs.

DEPTH CHARGES

The COLOSSUS uses depth charges as an offensive weapon, trying to contain the NAUTILUS and destroy it. The depth charges drop more quickly as the difficulty level increases. They are detonated by contact with subterranean objects. The depth charges are dropped by pushing the joystick straight up or (when travelling) up and to the right or the left depending on the direction of travel.

BARRACUDA MISSILES

These deadly tracking missiles are launched from the destroyer by pressing the joystick trigger. The BARRACUDA missiles will track a submarine down through the depths following every evasive maneuver. They will detonate on contact with their target. Only one BARRACUDA can be launched at a time. Destroying a missile requires five direct torpedo hits.

LIMPET LURKERS

These are intelligent pursuit devices that fiendishly materialize at random areas of the lower depths where they wait for the NAUTILUS to pass by. Since they are very sensitive to the movements of enemy submarines, when the NAUTILUS is detected they lock on, and will track you relentlessly, both vertically and horizontally. LIMPET LURKERS are destroyed by 5 direct hits from the NAUTILUS'S torpedoes.

UNDERWATER CITIES

These cities contain vast energy supplies in the form of PROTO-PODS. The PODS are positioned in the core of each city. The NAUTILUS can attack and destroy these cities and absorb the energy pods by passing directly through a pod. (Of course the city must first be breached). Each energy pod contains 15,000 units of energy. The PODS are replenished in the cities after all of the pods have been removed from every city on the ocean bottom.

The rebuilding of the cities takes place when the COLOSSUS successfully completes each trip from right to left. After such a trip, you can observe the repair team departing from the ship, down the left chute and under the ocean floor. As a damaged city is encountered it is rebuilt, and the score is automatically added to the destroyer's total. If no damaged cities are encountered then the destroyer receives a bonus of 100 points. The NAUTILUS must avoid the cities as they are being rebuilt.

ENERGY CORE TRANSFORMERS

These electronic locks are located at various entrances to caves and other parts of the ocean. They are deadly to any vessel making contact with them. They are selected at the beginning of a game by pressing [L]. Pressing [L] a second time will shut them off. Generally, only more experienced commanders can deal with the ENERGY-CORE option!

SONAR

The arrows on the extreme right hand side of each display indicate the direction of the enemy craft relative to yours. When the two screens coincide, a warning siren sounds, and both command bars turn red. This means that the destroyer is directly above the NAUTILUS. Of course this poses an extreme danger since the NAUTILUS is thus very vulnerable to multiple attacks by the COLOSSUS.

GAME OPTIONS

SKILL LEVELS AND HANDICAPPING

There are 9 skill levels. These are selected at the beginning of the game by pressing [A] through [I]. The speed of the game is increased with each skill level selected.

You can select how many points are awarded for each city building block that is repaired. The range is from 10 to 90. You can select this point level by pressing [1] through [8] for the handicapping level desired. The skill level and the handicapping option is displayed in the upper right hand portion of the screen.

TIME

There is no limit to the number of destroyers or ships you may have. Both the NAUTILUS and the COLOSSUS are repaired 5 seconds after they are damaged. During the repairs on your damaged craft all controls will be inoperative. You may choose a 3 to 9 minute game. This is done by pressing the [SELECT] button and watching the time displayed in the lower command bar on the left side of the screen.

PLAYER OPTIONS

You may choose to play interactively, against another player, or you may play the part of the NAUTILUS with the computer controlling the COLOSSUS. This is done by pressing the [OPTION] button.

ADVANCED NOTES

Quick reflexes and constant vigilance are thier own reward. After a period of time you will be able to scan not only your own display but also your opponent's. This will allow you to anticipate your opponents strategies.

If you wish to play more of a shoot-em-up game between the NAUTILUS and COLOSSUS choose the higher skill levels. You will be more evenly matched for direct confrontation rather than points. Remember that BARRACUDA missiles absorb up to 5 torpedo hits before detonating.

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NAUTILUS

**Requires Atari 800 or 400 computer
with 32K memory and joysticks**

There isn't much time! You are the commander of the Nautilus — an avenger class submarine armed with a full arsenal of Thunderbolt torpedoes. The fate of a continent rests on your ability to think and act instantly.

The danger is overwhelming. On the surface . . . destroyer transports armed with depth charges and motion-seeking missiles hunt you. Below . . . the submarine attack bases, protected by energy-core transformers, launch "floater" mines to intercept you. Behind . . . frogman limpet teams stalk your every evasive maneuver. Ahead . . . unknown danger awaits, and your meeting with destiny!

Blast after blast rocks the Nautilus, and you fight for control. And time after time your torpedoes home in on their targets. But can the Nautilus take the punishment? Can your nerve and will conquer and prevail?

Twin independent screen displays make NAUTILUS™ the fastest, most unique game for the Atari that you've ever seen!

Challenge your friends or the computer in this one- or two-player, action-packed arcade game! Good luck, commander. You'll need it!

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(415) 527-7751

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